

D&D "I Whine Sheet"

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Note: In all cases unless specifically noted always round down.

BASIC ACTIONS IN COMBAT

Full Attack: Perform your standard allotment of attacks. May move 5 feet.

***Full Ranged Attack:** Perform your standard allotment of attacks. May move 5 feet.

****Unarmed Attack:** Perform your full allotment of unarmed attacks. May move 5 feet.

Armed Unarmed attacks: Monks, spellcasters with touch based spells and those who have the improved unarmed attack feat are considered armed.

Fight Defensively: Gain +2 dodge bonus to AC but suffer -4 to attack. Can also make a full move.

***Total Defense:** Gain +4 dodge bonus to AC but lose all attacks. Can also make a full move.

MAGIC IN COMBAT

Cast spell:

***1-action spell:** Can also make a full move

***full-round spell:** May move 5-ft.

Concentrate to maintain: Can also make a full move.

Cast on Defensive: You are no more susceptible to attack than if you were just standing there. Opponents do not get an attack of opportunity nor is your AC penalized in any way. To succeed you need to make a concentration check (DC 15 + spell level). Failure results in loss of the spell.

***Spell like abilities:** These are like one action spells in all respects.

Supernatural or Extraordinary abilities: Can not be disrupted. Can also make a full move.

If you take damage while casting: must make a Concentration skill check with a DC of 10 + the total damage you took + spell's level to keep it. Failure means disruption.

Saving Throws vs. Spells: The DC equals 10 + the spell level + the caster's relevant ability.

Magic Items: May make full move when using.

***Spell completion items** (Scroll): Movement depends on type of spell, see cast on defensive.

Spell trigger/Command word: Also make a full move.

MOVEMENT IN COMBAT

***Charge:** x2 move. Must be in a straight line. Must have at least 10 feet to start. Gain +2 to hit and -2 AC till your next action. Only one attack.

***Move and attack:** Make normal move and make only one attack.

***Move and range attack:** Make full move and make one attack.

Retreat: Make full move away from target. Does not need to be a straight line.

***Double Move:** May move 2 times your standard move. This is a full round action.

Quadruple Move: May move 4 times your normal

move. Must be in straight line. Lose all Dex and Dodge bonuses.

SPECIAL ACTIONS IN COMBAT

Aid another: Make attack against AC 10. If you succeed your friend gains +2 circumstance bonus to either their attack roll or AC vs. that one opponent (your choice).

Attack an Object: AKA Called Shot. (pg. 135) Base AC: 10 +/- Dex + Size + Deflection bonus

Inanimate/Immobile objects: have a Dex of 0 (-5AC) Immobile items are easy to hit and you gain a +4 to hit with a melee weapon. If you spend a round aiming you gain an auto hit with a melee weapon and +5 to hit with a ranged weapon.

***Held/carried or worn items:* Gain +5 circumstance bonus to AC plus creature holding the items Dex and magic deflection bonus.

***Attacking a weapon or shield:* Must use a slashing weapon. Must be within one size category of the weapon attacked. Make opposed attack rolls. If you win then you have landed a solid blow against the defender's weapon or shield. Roll damage and apply to weapon. Note an attacker can not damage an item that has a higher enchantment bonus.

***Bull rush:** If someone other than the defender makes an AOO then there is a 25% chance that the attack hits the defender instead. Make opposed Str checks. Gain +4 to your Str for every size you are over medium and lose 4 Str for every point you are below size medium. Gain +2 if you were charging. Defender gains +4 if they have more than 2 legs. If the attacker succeeds you move them back 5 feet. If you wish to follow you may move them back 1 additional foot per point you beat the opposed roll by. If you fail you move 5 feet back and fall prone. If you move the target through a threatened square you both provoke attacks of opportunity.

****Disarm:** (pg 137) Make opposed attack roll. The combatant with the larger weapon gains a +4 circumstance bonus to hit for each size category that the weapon is larger. If the defender is using their weapon in two hands they gain a +4 to hit. Success means the weapon is at your feet or if you were unarmed you may decide to catch the weapon in your hand. Failure results in enemy instantly allowed to try to disarm you.

****Grapple:** (pg 137) Special size modifier. If AOO hits then grapple fails.

***Overrun:** Move through an enemy's square. Must move at least 10 feet. Defender can choose to avoid or block. If avoid then you pass through. If Block then make a trip check (see below).

****Trip:** Melee touch attack. If attack succeeds then opposed Str check vs. opponent's Str or Dex.

****Trip Mounted opponent:** Same as above but defender may use their ride check instead.

* Provokes attack of opportunity if within threatened squares or if you move through a threatened square.

Note a 5-ft move never provokes an attack of opportunity.

** Provokes attack of opportunity only from the target you attack.

Combat Modifiers:

Circumstance	Melee	Ranged
Attacker Flanking Defender	+2	-
Attacker on Higher Ground	+2	-
Attacker Prone	-4	**
Attacker Invisible	+2^	+2^
Defender sitting	+2	-2
Defender Prone	+4	-4
Defender stunned	+2^	+2^
Defender Off Balance	+2^	+2^
Defender Surprised	^	^
Defender Running	^	-2^
Defender has Cover	See Cover	
Defender has Concealment	See Concealment	
Defender is being Grappled	See Grapple	
Defender pinned	+4	-4

** = Crossbow or thrown dagger or item only

^ = No Dexterity modifier to AC.

Cover: Hard object in front of you.

1/4 cover: +2 AC, +1 Reflex save. Ex. Human standing behind a 3 foot wall.

1/2 Cover: +4 AC, +2 Reflex save. Ex. Fighting from around a corner or a tree.

3/4 Cover: +7 AC, +3 Reflex save. Ex. Peering around a corner or a tree.

9/10 Cover: +10 AC, +4 Reflex* 1/2 damage if fail. Ex. Arrow slit.

Hit the Cover?: Had hit normally - hits cover instead.

Concealment: Soft cover blocking a good view.

1/4 Concealment: 10% Miss, Light Fog / Foliage.

1/2 Concealment: 20% Miss, Blur spell, Dense Fog

3/4 Concealment: 30% Miss, Dense Foliage

9/10 Concealment: 40% Miss, Near total Darkness.

Total Concealment 50% Miss and must guess targets location. Invisibility.

ATTACK FORMULA

Melee: Base + Str + Size

For certain weapons you may replace Str with your Dex modifier by taking the Weapon Finesse feat.

Range Attacks: Base + Dex + Size + Range penalty

Range Penalty: +2 for each time you exceed the range increment. There are a max of 5 range increments for thrown weapons and 10 for projectile weapons.

Damage:

2-handed weapons deal 1.5 Str bonus unless they are small weapons.

2-weapon style: Primary regular damage, Off hand 1/2 strength bonus.

Critical Hit: Damage Bonus: Gets multiplied as well.

Sneak attack: extra dice don't get multiplied on a crit.

Ranged Weapons: Str: Only gets added to thrown weapons damage. For slings and bows if you have a Str penalty apply it to your damage (i.e. no bonus damage for sling or bows unless you have a *mighty bow*). Crossbows never get a damage bonus for strength.

Armor Class: 10+ Armor bonus + Shield Bonus + Dexterity *modifier* + Size modifier + Misc. Modifier

Armor or Shield Bonuses may not be stacked.

Dexterity Modifier: Not count when caught flat-footed.

Size Modifier: Colossal -8; Gargantuan -4, Huge -2, Large -1, Medium 0, Small +1, Tiny +2, Diminutive +4, Fine +8.

Dodge Feat: +1 AC vs. one opponent.

Spell Effects to AC are NOT stackable.

Dodge Bonuses are the only bonuses that are stackable. Loose Dex bonus? Loose this as well!

Initiative:

Delay: Wait to see what happens and then act.

Ready: Wait for a specified action to occur.

Refocus: Next round add 20 to your initiative modifier.

JUMPING

Increased or decreased movement (base 30) affects the distance you can jump, i.e. if 40 move then jump 1/3 farther if 20 move then jump 1/3 less.

Type of Jump	Minimum Distance	Additional Distance	Maximum Distance
Running*	5ft.	+1/1 over 10	Height x6
Standing	3ft.	+1/2 over 10	Height x2
Running High*	2ft.	+1/4 over 10	Height x1.5
Stand High	2ft.	+1/8 over 10	Height
Jump Back	1ft.	+1/8 over 10	Height

* Must move 20 feet before jump, no heavy armor allowed.

DEATH, DYING and HEALING

0 Hit Points: If hit points drop to 0, you're disabled. You can only take partial actions, and you take 1 point of damage after completing an action.

-1 to -9 Hit Points: If your hit points drop to from -1 to -9 hit points, you're unconscious and dying, and you lose 1 hit point per round. Each round, before losing that hit point, you have a 10% chance to stabilize (but still unconscious). Each hour you have a 10% chance to regain consciousness, and if you don't, you lose 1 hit point instead.

-10 Hit Points: If they fall to -10 or below, you're dead.

Healing: You can stop a dying character's loss of hit points with a successful Heal check (DC 15) or with even 1 point of magical healing. If healing raises a character's hit points to 1 or more, he can resume acting as normal.

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Note a 5-ft move never provokes an attack of opportunity.

** Provokes attack of opportunity only from the target you attack.